longitudinal movement, for example, a forward movement, a backward movement, and/or the like, may be referred to as a longitudinal input.

[0100] In some circumstances, an apparatus may be rotated about a vertical axis with respect to the current position of the apparatus. For example, apparatus **400** of FIG. **4** may be rotated similar to rotation movement **412**. Rotation about a vertical axis may be referred to as a yaw movement. In at least one example embodiment, an apparatus movement input is indicative of a yaw movement. An apparatus movement input indicative of a yaw movement, for example, a leftward yaw rotation, a rightward yaw rotation, and/or the like may be referred to as a pan input.

[0101] In some circumstances, an apparatus may be rotated about a lateral axis with respect to the current position of the apparatus. For example, apparatus **400** of FIG. **4** may be rotated similar to rotation movement **414**. Rotation about a lateral axis may be referred to as a pitch movement. In at least one example embodiment, an apparatus movement input is indicative of a pitch movement. An apparatus movement input indicative of a pitch movement, for example, an upward pitch rotation, a downward pitch rotation, and/or the like, may be referred to as a tilt input.

[0102] In some circumstances, an apparatus may be rotated about a longitudinal axis with respect to the current position of the apparatus. For example, apparatus **400** of FIG. **4** may be rotated similar to rotation movement **416**. Rotation about a longitudinal axis may be referred to as a roll movement. In at least one example embodiment, an apparatus movement input is indicative of a roll movement. An apparatus movement input indicative of a roll movement, for example a clockwise roll rotation, a counter-clockwise roll rotation, and/or the like may be referred to as a spin input.

[0103] In some circumstances, information indicative of an input may be indicative of more than one type of movement input. For example, a user may move an apparatus in multiple directions at once, may rotate the apparatus along more than one axis, may move the apparatus in one or more directions while rotating the apparatus along one or more axes, and/or the like. For instance, a user may move an apparatus upward and leftward, may tilt the apparatus downward while panning the apparatus rightward, may move the apparatus downward while tilting the apparatus upward, and/or the like.

[0104] FIG. **5** is a diagram illustrating determination of an operation according to at least one example embodiment. The example of FIG. **5** is merely an example and does not limit the scope of the claims. For example, the type operation may vary, the number of operations may vary, the apparatus determining the operation may vary, and/or the like.

[0105] In some circumstances, an apparatus may perform operations. For example, an apparatus may execute software routines, respond to input, control hardware, and/or the like. For instance, a user may be using the apparatus to perform a particular task, to run software, and or the like. In circumstances such as these, particular operations may be associated with the task, the software routine, and/or the like. In some circumstances, it may be desirable for an apparatus to determine an operation based, at least in part, on an input. For example, an apparatus may perform an operation based, at least in part, on a particular input from a user. In this manner, they apparatus may perform an operation based, at least in part, on a desire of the user, execute a particular software routine based, at least in part, on the environmental conditions of the apparatus, and/or the like.

[0106] As previously described, in some circumstances, an apparatus may enter a passive viewing state, an active viewing state, and/or the like. In circumstances such as these, it may be desirable to determine an operation based, at least in part, on the viewing state and an input. For instance, user may desire to interact with the apparatus in different manners based, at least in part, on whether the user is actively or passively viewing the apparatus, what information is being displayed by the apparatus, and/or the like. For example, for a user may enter a particular input, such as a tap input, to initiate different operations for different viewing states of the apparatus. For instance, a tap input may be entered to terminate display of a visual event notification when the apparatus has entered a passive viewing state, a tap input may be entered activate a software routine when the apparatus has entered an active viewing state, and/or the like. In another example, it may be desirable for an apparatus movement input to disable a lock mode during a passive viewing state, and cause device interaction during an active viewing state. Lock mode may refer to a mode of an apparatus that limits apparatus functionality. For example, the apparatus may not receive most input until a particular input is used to disable the lock mode, such as a particular gesture, a password, and/or the like. In circumstances such as these, it may be desirable for an apparatus to correlate an operation with a particular input and a particular viewing state.

[0107] FIG. **5** illustrates a table correlating various inputs with particular viewing states and operations. The table of FIG. **5** may comprise a data structure, a formatted table, a user readable list, and/or the like, that correlates a particular type of input a particular viewing state and a particular operation. A particular correlation may be retrieved from a repository, generated by a user profile, configured by a user of the apparatus, generated based, and/or the like. In the example of FIG. **5**, tilt input **502** is correlated with active viewing state **512** and passive viewing state **532**. Active viewing state **512** is correlated with operation **522**. Passive viewing state **532** is correlated with operation **542**. In the example of FIG. **5**, rotation input **504** is correlated with active viewing state **514** and passive viewing state **534**. Active viewing state **514** is correlated with operation **524**. Passive viewing state **534** is correlated with operation **544**. In the example of FIG. **5**, pan input **506** is correlated with active viewing state **516** and passive viewing state **536**. Active viewing state **516** is correlated with operation **526**. Passive viewing state **536** is correlated with operation **546**. Even though the example of FIG. **5** illustrates a tilt input, a rotation input, and a pan input, the table in the example of FIG. **5** may comprise correlations for any type of input, any number of inputs, and/or the like. For example, the table may correlate a tap input, a sideways input, a combination of inputs, and/or the like, with a particular viewing state, with a particular operation, and/or the like.

[0108] In at least one example embodiment, an apparatus determines an operation based, at least in part, on a passive viewing state and an input. For example, an apparatus may determine operation **542** of FIG. **5** based, at least in part, on receipt of a tilt input **502** after the apparatus has entered a passive viewing state **532**. In this manner, the apparatus may perform operation **542** based, at least in part, on tilt input **502** and passive viewing state **532**. For example, operation **542** may be a scrolling operation where visual information is scrolled at a reduced rate in proportion to a rate of scrolling of visual information in proportion to an identical input correlated to a different operation, such as operation **522**. For